

CLUB ONE CASINO COLLECTION SCHEDULE

ASIAN & CA GAMES COLLECTION RATES

Asian Stud Poker

Limit	Player-Dealer Table Fee	Player Table Fee
\$2 to \$10	\$.50 per hand	\$.50 per hand

Caribbean Stud Poker

Limit	Player-Dealer Table Fee	Player Table Fee
\$5 to \$100	\$.50 per hand	\$.50 per hand

13 Card Chinese Poker

Limit	Player-Dealer Table Fee	Player Table Fee
\$3	\$.50 per hand	\$.50 per hand
\$5	\$.50 per hand	\$.50 per hand
\$10	\$ 1.00 per hand	\$1.00 per hand
\$20	\$2.00 per hand	\$2.00 per hand

Draw Poker

Limit	Player-Dealer Table Fee	Player Table Fee
\$2 to \$10	\$.50 per hand	\$.50 per hand

Draw Poker Hi-Lo

Limit	Player-Dealer Table Fee	Player Table Fee
\$2 to \$10	\$.50 per hand	\$.50 per hand

Draw Poker Jacks Back

Limit	Player-Dealer Table Fee	Player Table Fee
\$5 to \$100	\$.50 per hand	\$.50 per hand

Indo-Pak Flash

Limit	Player-Dealer Table Fee	Player Table Fee
\$5 to \$200	\$1.00 per hand	\$1.00 per hand

**CLUB ONE CASINO
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ASIAN & CA GAMES COLLECTION RATES

21st Century Baccarat

Limit	Player-Dealer Table Fee	Player Collection per bet
All Limits	\$0.50	\$0.50 per spot

No Bust Blackjack

Limit	Total Action On Table	Player-Dealer Table Fee	Player Table Fee
\$2 to \$10		\$0.75 per hand	\$ 0.50 per bet
\$5 to \$200	\$5 - \$50	\$0.50	\$0.00
	\$51 - \$400	\$2.00	
	\$401+	\$5.00	
\$5 to \$40		\$0.50 per hand	\$0.50 per bet

Fast Action Hold'em

Limit	Player-Dealer Table Fee	Player Collection per bet
All Limits	\$1.00	\$1.00

Joker Poker

Limit	Player-Dealer Table Fee	Player Collection per bet
All Limits	\$1.00	\$0.50

Pai Gow Poker

Limit	Total Action On Table	Player-Dealer Table Fee	Player Table Fee
\$5 to \$40	\$5 - \$100	\$0.50	\$0.50
	\$101 - \$300	\$2.00	
	\$301+	\$5.00	
\$40 to \$200	\$40 - \$100	\$1.00	\$1.00
	\$101 - \$500	\$5.00	
	\$501+	\$10.00	

Pai Gow Tiles

Limit	Player-Dealer Per Hand	Player Per Spot
\$5 to \$40	\$2.00	\$0.50
\$10 to \$100	\$2.00	\$1.00

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ASIAN & CA GAMES COLLECTION RATES

Super Pan Nine

Limit	Player-Dealer Per Hand	Player Per Spot
\$5 to \$40	\$2.00	\$0.50
\$10 to \$100	\$2.00	\$1.00
\$40 to \$200	\$2.00	\$1.00

3 Card Poker

Limit	Total Action On Table	Player-Dealer Table Fee	Player Table Fee
\$5 to \$50	\$5-\$35	\$0.50	\$0.00
	\$36-\$100	\$1.00	
	\$101+	\$2.00	

Club One Casino

Collection Schedule

POKER COLLECTION RATES

LOWBALL

Limit	# of Players	Jackpot Collection	Designated Table Fee	Regular Table Fee
2 ~ 4	6 or more		\$0.50	\$3.00 Per hand
2 ~ 4	5 or less		\$0.50	\$2.00 Per hand
3 ~ 6 and above	6 or more		\$1.00	\$3.50 Per hand
3 ~ 6 and above	5 or less		\$1.00	\$2.50 Per hand

Mexican Stud Poker

Limit	# of Players	Jackpot Collection	Designated Table Fee	Regular Table Fee
1~5~10	7 or more		\$1.00	\$2.00 Per hand
1~5~10	6 or less		\$1.00	\$1.00 Per hand
1~10~20	7 or more		\$1.00	\$2.00 Per hand
1~10~20	6 or less		\$1.00	\$1.00 Per hand
5~50~100	7 or more		\$1.00	\$2.00 Per hand
5~50~100	6 or less		\$1.00	\$1.00 Per hand

5 Card Stud Poker (Mexican)

Limit	# of Players	Jackpot Collection	Designated Table Fee	Regular Table Fee
2~10	7 or more		\$1.00	\$2.00 Per hand
2~10	6 or less		\$1.00	\$1.00 Per hand

Omaha Poker (w/Kill)

Limit	# of Players	Jackpot Collection	Designated Table Fee	Regular Table Fee
2~4	7 or more	\$1.00	\$1.00	\$1.00 Per hand
2~4	6 or less	\$1.00	\$1.00	\$1.00 Per hand
3~6	7 or more	\$1.00	\$1.00	\$2.00 Per hand
3~6	6 or less	\$1.00	\$1.00	\$1.00 Per hand
4~8 and above	7 or more	\$1.00	\$1.00	\$3.00 Per hand
4~8 and above	6 or less	\$1.00	\$1.00	\$2.00 Per hand

Omaha Hi-Lo

Limit	# of Players	Jackpot Collection	Designated Table Fee	Regular Table Fee
2~4 (w/kill)	7 or more	\$1.00	\$1.00	\$1.00 Per hand
2~4 (w/kill)	6 or less	\$1.00	\$1.00	\$1.00 Per hand
3~6 (w/kill)	7 or more	\$1.00	\$1.00	\$2.00 Per hand
3~6 (w/kill)	6 or less	\$1.00	\$1.00	\$1.00 Per hand
4~8 and above	7 or more	\$1.00	\$1.00	\$3.00 Per hand
4~8 and above	6 or less	\$1.00	\$1.00	\$2.00 Per hand

Club One Casino Collection Schedule

Pineapple Poker

Limit	# of Players	Jackpot Collection	Designated Table Fee	Regular Table Fee
2~4 (w/kill)	7 or more		\$1.00	\$1.00 Per hand
2~4 (w/kill)	6 or less		\$1.00	\$1.00 Per hand
3~6 (w/kill)	7 or more		\$1.00	\$2.00 Per hand
3~6 (w/kill)	6 or less		\$1.00	\$1.00 Per hand
4~8 and above	7 or more		\$1.00	\$3.00 Per hand
4~8 and above	6 or less		\$1.00	\$2.00 Per hand

Crazy Pineapple

Limit	# of Players	Jackpot Collection	Designated Table Fee	Regular Table Fee
2~4	7 or more		\$1.00	\$2.00 Per hand
2~4	6 or less		\$1.00	\$1.00 Per hand
3~6	7 or more		\$1.00	\$3.00 Per hand
3~6	6 or less		\$1.00	\$2.00 Per hand
4~8 and above	7 or more		\$1.00	\$4.00 Per hand
4~8 and above	6 or less		\$1.00	\$3.00 Per hand

Push Nine

Limit	Round 1	Rounds 2 & 3	Round 4 and above
\$1 & \$2 Conditions	\$3.00	\$6.00	\$9.00
\$3 & \$5 Conditions	\$4.00	\$6.00	\$9.00

Seven Card Stud

Limit	Jackpot Collection	Designated Table Fee	Regular Table Fee
2~4		\$1.00	\$3.00 Per hand
1~4		\$1.00	\$3.00 Per hand
2~10		\$1.00	\$3.00 Per hand

Seven Card Stud Razz

Limit	
1~4	\$.50 Per person per hand

Club One Casino Collection Schedule

Texas Hold-Em

Limit	# of Players	Jackpot Collection	Designated Table Fee	Regular Table Fee
1~2 (w/kill)	7-9	\$0.50	\$0.50	\$1.00 Per hand
1~2 (w/kill)	6 or less	\$0.50	\$0.50	\$0.50 Per hand
2~4 (w/kill)	7-9	\$1.00	\$1.00	\$1.00 Per hand
2~4 (w/kill)	6 or less	\$1.00	\$1.00	\$1.00 Per hand
3~6 (w/kill)	7-9	\$1.00	\$1.00	\$2.00 Per hand
3~6 (w/kill)	6 or less	\$1.00	\$1.00	\$1.00 Per hand
4~8 (w/kill)	7-9	\$1.00	\$1.00	\$3.00 Per hand
4~8 (w/kill)	6 or less	\$1.00	\$1.00	\$2.00 Per hand
4~8 (w/kill)	7-9	\$1.00	\$1.00	\$3.00 Per hand
4~8 (w/kill)	6 or less	\$1.00	\$1.00	\$2.00 Per hand
4~200 (w/kill)	7-9	\$1.00	\$1.00	\$3.00 Per hand
4~200 (w/kill)	6 or less	\$1.00	\$1.00	\$2.00 Per hand
6~12 (w/kill)	7-9	\$1.00	\$1.00	\$3.00 Per hand
6~12 (w/kill)	6 or less	\$1.00	\$1.00	\$2.00 Per hand
9~18 (w/kill)	7-9	\$1.00	\$1.00	\$3.00 Per hand
9~18 (w/kill)	6 or less	\$1.00	\$1.00	\$2.00 Per hand
10~20 (w/kill)	7-9	\$1.00	\$1.00	\$3.00 Per hand
10~20 (w/kill)	6 or less	\$1.00	\$1.00	\$2.00 Per hand
15~30 (w/kill)	7-9		\$1.00	\$3.00 Per hand
15~30 (w/kill)	5-6		\$1.00	\$2.00 Per hand
15~30 (w/kill)	4 or less		\$1.00	\$1.00 Per hand
20~40 (w/kill)	7-9		\$1.00	\$3.00 Per hand
20~40 (w/kill)	5-6		\$1.00	\$2.00 Per hand
20~40 (w/kill)	4 or less		\$1.00	\$1.00 Per hand
30~60 (w/kill)	7-9		\$1.00	\$4.00 Per hand
30~60 (w/kill)	5-6		\$1.00	\$3.00 Per hand
30~60 (w/kill)	4 or less		\$1.00	\$2.00 Per hand
40~80 (w/kill)	7-9		\$1.00	\$4.00 Per hand
40~80 (w/kill)	5-6		\$1.00	\$3.00 Per hand
40~80 (w/kill)	4 or less		\$1.00	\$2.00 Per hand
10~200 spread limit	7-9		\$1.00	\$4.00 Per hand
10~200 spread limit	5-6		\$1.00	\$3.00 Per hand
10~200 spread limit	4 or less		\$1.00	\$2.00 Per hand
60~12				\$12.00 per player every 1/2 hour
80~160				\$12.00 per player every 1/2 hour
100~200				\$12.00 per player every 1/2 hour

Texas Hold-Em Hi-Lo Split

Limit	# of Players	Jackpot Collection	Designated Table Fee	Regular Table Fee
2~4	7-9		\$1.00	\$1.00 Per hand
2~4	6 or less		\$1.00	\$1.00 Per hand
3~6 and above	7-9		\$1.00	\$2.00 Per hand
3~6 and above	6 or less		\$1.00	\$2.00 Per hand

Club One Casino Collection Schedule

Pan

Limit	# of Players	Jackpot Collection	Designated Table Fee	Regular Table Fee
\$1 condition	5-7			\$1.50 Per hand
\$1 condition	4 or less			\$1.00 Per hand
\$2 condition	5-7			\$2.00 Per hand
\$2 condition	4 or less			\$1.00 Per hand
\$3 condition	5-7			\$3.00 Per hand
\$3 condition	4 or less			\$1.00 Per hand
\$5 condition	5-7			\$3.00 Per hand
\$5 condition	4 or less			\$1.00 Per hand

Pai Gow Tiles

Pai Gow Tiles is played with a set of 32 Chinese dominoes or tiles, and up to eight players can play. The dealer shuffles the tiles face down and stacks them into eight piles of four high. The player-dealer selects a pile of tiles to start the distribution then shakes three dice in a dice cup. Using the sum of the dice, the player-dealer counts around the positions at the table counter-clockwise to determine who receives the first hand and begins the action.

Each player receives a stack of four tiles distributed in a counter-clockwise rotation. If the player position is vacant, the hand is discarded. Each player, including the player-dealer, forms the four tiles into two pairs. If both the player's pairs rank higher than the player-dealer's, the player wins. If neither of the player's pairs rank higher than the player-dealer's, the player-dealer wins. And if just one pair ranks higher, it is a push. If the player and the player-dealer have the same tiles, the player-dealer wins.

The object of the game is to look for and form the hands as follows: Gee Joon, Bo (matched and unmatched pairs); Wong (double six or double one pair up with nine); Gong (double six or double one pair up with eight); double six or double one pair up with seven; and making both hands as close to nine or as balance as possible.

Gee Joon

The highest possible pair is Gee Joon (supreme pair), which is made up of the two tiles 4-2 and 2-1. The 4-2 and 2-1 are the two "wild cards" and can be used as either a three or a six when making pairs.

Bo

Under the Gee Joon are the pairs (Bo), which can be made up of matched or unmatched tiles that have the same totals. Their ranking from high to low are:

Pair	Name
6-6 & 6-6	Heaven
1-1 & 1-1	Earth
4-4 & 4-4	Man
3-1 & 3-1	Goose
5-5 & 5-5	Flower
3-3 & 3-3	Long
2-2 & 2-2	Board
6-6 & 6-6	Hatchet
6-4 & 6-4	Partition
6-1 & 6-1	Long Leg Seven
5-1 & 5-1	Big Head Six
6-3 & 5-4	Jaap Gow - mixed nine
6-2 & 5-3	Jaap Bart - mixed eight
5-2 & 4-3	Jaap Chut - mixed seven
4-1 & 3-2	Jaap Ng - mixed five

Wongs

The next level of hands beneath Bo are called Wongs. They are a nine paired with a double six or

double one. The double six combinations rank higher than the double one combinations.

6-6 & 6-3
6-6 & 5-4
1-1 & 6-3
1-1 & 5-4

Gongs

The third level of hands are called Gongs. They are an eight paired with a double six or double one. The double six combinations rank higher than the double one combinations.

6-6 & 6-2
6-6 & 5-3
6-6 & 4-4
1-1 & 6-2
1-1 & 5-3
1-1 & 4-4

Other Hands

If you do not have any of the above hands, add up all the dots on the two tiles and take the total, modulus ten (i.e. keep the last digit of the total as your score).

Breaking Ties

In the event of a tie, the ranking is settled based on individual tile values. Their ranking from high to low are:

<u>Tile(s)</u>	<u>Name</u>	<u>Tile(s)</u>	<u>Name</u>
6-6	Teen	6-1	Tit
1-1	Day	5-1	Look
4-4	Yun	6-3 & 5-4	Gow
3-1	Gor	6-2 & 5-3	Bot
5-5	Mooy	6-1 & 5-2	Chu
3-3	Chong	4-2	Luk (part of Gee Joon)
2-2	Bon	4-1	Ng
6-5	Foo	3-2	Ng
6-4	Ping	2-1	Saam (part of Gee Joon)

Pure 21.5 Blackjack

How to Play

1. All cards 2-9 have face value.
2. Aces have a value of 1 or 11.
3. Bonus cards have a value of 10, except when dealt with an Ace on the first two cards when it will have a value of 10.5.
4. The value of each hand is the sum of its cards.
5. All Players hands are compared with Player/Dealers hand.
6. Players have two objectives:
 - A. Form a hand whose sum does not exceed 21.5.
 - B. Form a hand whose value is greater than the Player/Dealers hand.
7. Each player will receive two cards on the initial deal.
8. Players have the option of drawing additional cards.

Pure 21.5 Blackjack

1. A Pure 21.5 blackjack beats all other hands.
2. Pays 6 to 5 when dealt to a Player unless Club One Casino is promoting the game by paying 3 to 2.
3. Consists of an Ace and a Bonus card dealt on the initial deal (first two cards only).

Game Rules

1. If a Players total is more than 21.5 and the Player/Dealers total is 21.5 or less, the Player/Dealer wins.
2. If a Players total is 21.5 or less and the Player/Dealers total is more than 21.5, the Player wins.
3. If both the Player and the Player/Dealers total exceeds 21.5:
 - A. If the Player and the Player/Dealer have a total above 21.5, and the Player/Dealers hand is 888 (three eights) all players win.
 - B. The Player/Dealer wins in all other cases.
4. If both a Player and the Player/Dealer total is 21.5 or less the hand closer to 21.5 wins.
5. If a Player and the Player/Dealers total is the same and 21.5 or less, it is a push.

Pure 21.5 Blackjack

6. When a Player/Dealer has pure 21.5 blackjack there is no draw.

Double Down, Split, and Surrender

1. Players may double down on any two cards and receive one card.

2. Players may double down after splitting.

3. Players may double down for less.

4. Players may split up to 3 times (4 separate hands). Exceptions: Aces may be split only one time.

A) Players may split any two cards of the same value and draw multiple cards.

B) Split Aces receive only one card.

C) A split Ace and Bonus card has a value of 21.5, but does not get paid 6 to 5 or 3 to 2.

5. All splits must be equal to the original wager.

Collections

1. Players pay no collection.

2. Player/Dealer pays the collection for the following betting aggregate:

A) \$5-\$100 bet is \$.50 collection during promotion times of 3 to 2 Natural payouts. All other times, \$5-\$50 is \$.50.

B) \$101-\$400 bet is \$2 collection during promotion times of 3 to 2 Natural payouts. All other times, \$51-\$400 is \$2.

C) \$401+ bet is \$5 collection.

3. Player/Dealer position rotates every two hands.

4. Players must play the previous two hands before being eligible to assume the Player/Dealer position.

Casino Rules

1. Collections are taken in advance.

2. Players must wager at least the minimum bet of the table limit.

3. All cash must be changed to chips.

Pure 21.5 Blackjack

4. Players removing their wager prior to completion of the pay-off may lose the maximum bet or win the minimum bet amount. However, every attempt will be made to accurately determine the wager that was in action at the time of the hand.
5. Players may not touch the cards.
6. Any attempts to switch, pass, or hold out cards will cause the player's hand to be fouled and forfeiture of that wager to the extent that money covers.
7. Players are responsible for the protection of their own wagers.
8. The player must indicate his/her intentions to hit or stand by means of hand signals.
9. Players may assume the Player/Dealer position two hands per round.
10. The house does not recognize "kum-kum" bets.
11. There is no "kum-kum" banking.
12. No cross-betting.
13. Players may play up to three adjacent hands, no hopping is allowed.
14. One player per hand.
15. Players must play at least two consecutive hands before taking the Player/Dealer position.
16. The Player/Dealer can only be bought in open betting stations.
17. Management reserves the right to make decisions that are in the best interest of the game. Therefore, under special circumstances a decision may be rendered that is contrary to the strict and technical interpretation of these rules.

ASIAN STUD POKER

Asian Stud Poker is played with a "stripped" standard 52-card deck. The 2s, 3s, 4s, 5s and 6s are removed along with the Jokers. It is played similar to Five Card Stud. However, because of the missing cards two significant variations apply, at the discretion of the card room's house rules.

An ace can be used as a six for a small straight (A-7-8-9-10) and also after a king for a large straight (10-J-Q-K-A).

A flush is a higher ranking than a full house.

The Asian Stud games may be structured limits. Example: 2 & 4 & 6 & 12. They can also be spread limits such as \$10 - \$200.

Each player is dealt five cards, the first one face up and the second one down, then a betting round. Then three more up cards are dealt with a betting round after each.

The player with the highest card clockwise from the dealer will have a mandatory opening bet. It is live, therefore this player has the option to raise.

High hand starts the action on all following rounds. Two identical hands, the first one clockwise, in front of the dealer button acts first.

Only a full bet constitutes a bet. Anything less than a full bet is considered to be "action only". Any player who has acted prior to an "action only" bet is not entitled to raise unless the bet has been completed.

In order to play "all-in" at the start of a hand, players must have in their table stakes chips totaling at least the ante and force bet for that limit.

Any player receives his/her down card face up, will receive his/her next card down. He/she cannot be forced high. Two or more players dealt down cards face up, is a misdeal.

A dealer who burns two cards or fails to burn a card, should if possible, move the cards to the right position.

A player must have five cards in order to win. Any other number of cards constitutes a foul hand. The best five card hand is declared the winner.

Ranking of Hands

Royal Flush

Straight Flush

Four of a Kind

Flush

Full House

Straight

Three of a Kind

Two Pair

One Pair

High card

CARIBBEAN STUD POKER

* Caribbean Stud Poker is played like Stud Poker, however, all five cards are dealt face down.

Each player posts collection (fee).

Each player makes his/her opening bet known as the ante.

If player feels he/she has a hand which will beat the player/dealer's hand, he/she will make his/her bet. This is exactly twice the amount of the original bet. (Bet to call dealer.)

If a player feels he/she cannot beat the player/dealer's hand, he/she may fold and surrender his/her original ante.

The player/dealer must have an Ace/King or higher to continue. If the player/dealer cannot open with an Ace/King, the hand is over, and the player/dealer will collect the cards and pay ante only on players who stay in the hand. **

The value of hands is the same as Draw Poker.

* Played with standard 52 card deck.

** If player/dealer does qualify with Ace/King the winner of the hand will be determined by standard ranking of poker hands. A player's winning or losing bets will be paid or taken accordingly.

BET WAGER BONUS SCHEDULE

Royal Flush.....	10 to 1
Straight Flush.....	9 to 1
Four of a Kind.....	8 to 1
Full House.....	7 to 1
Flush.....	6 to 1
Straight.....	5 to 1
Three of a Kind.....	3 to 1
Two Pair.....	2 to 1
One Pair (or less).....	1 to 1

Chinese Poker

Introduction:

The exact origin of Chinese Poker is unknown, but it has been played in the Asian community for many years. The game is played with a regular 52-card deck, and standard poker rankings apply. Four players are dealt 13 cards each and must arrange those cards to form three poker hands: a three-card "front" segment (straights and flushes do not count in the three-card segment), a five-card "middle" segment, and a five-card "back" segment. To be valid, the front segment may not rank higher than the back segment. The object of the game is for a player to set his three segments in such a manner that they beat the respective segments of his opponents. Should a player fail to set his cards in the proper ranking order or in the prescribed 3-5-5 combination, the hand is considered fouled and that player must pay a penalty to each of his opponents. When all players have set their hands, the cards are turned face up and the deal is scored. Each player compares his three segments against the hands of his opponents, one player at a time, beginning with the player to the left of the dealer button and moving clockwise around the table.

Point System

Settlement of wagers is based on points awarded for each hand. In the basic point system, each of the three segments is worth one (1) point, and each point is given a monetary value that depends on the table limit. The player who has the highest ranking for each segment wins one point from his/her opponent(s); players then settle their wagers according to the point difference between them at the hands conclusion.

In addition to the basic point system, three variations may be utilized as follows:

1. Western Version

This point system awards one additional point to the player who wins the majority of segments. If a player beats an opponent two out of the three segments, player receives two point for the winning segments, loses one point to the opponent, and gains one point for winning the majority of segments. The player thus wins a total of two points from that opponent.

2. Eastern Version

This version uses a "bonus" system, which awards additional points for making certain hands in the front, middle, and back positions. Bonus hands and points earned are as follows:

- a. Bonus Point Hands In The Back
 1. Straight flush - five (5) points
 2. Four of a kind - four (4) points.
- b. Bonus Point Hands In The Middle
 1. Straight flush - ten (10) points
 2. Four of a kind - eight (8) points

3. Full house - two (2) points

c. Bonus Point Hands In The Front

1. Three of a kind - three (3) points.

In the Eastern version, if a player wins two out of the three segments, two points will be awarded for the winning segments, and one point lost to the opponent, for a total win of one point from that opponent. When a bonus hand is involved, the winning segment earns only the bonus hand points. For example, if a player wins all three segments and has four of a kind in the back, a total of six (6) points will be awarded.

3. Mandarin Version

In this version, the bonus hands and their values are identical to those in the Eastern version, but points for the bonus hands are tallied in a different way. A player earns one point for each winning segment, and if a bonus hand is present, the points for that bonus hand are then added on. The Mandarin version also includes two special bonus situations - the "Shot" and the "Homerun"

- a. The Shot occurs when a player wins all three segments against an opponent. When the Shot takes place, the regular point value for each segment is doubled, and if a bonus hand is involved, the points for the bonus hand are then added to the total. For example, if a player "shots" an opponent and has three of a kind in the front, he/she will win a total of nine (9) points from that opponent. The three winning segments are worth three (3) points, which are doubled to six (6) points because of the Shot, and three (3) points are added for the bonus hand.
- b. The Homerun, which is applicable only in a four-handed game, occurs when a player wins all three hands on the showdown against all three of the opponents. When the Homerun takes place, the regular point value for each segment is tripled, and if a bonus hand is involved, the points for the bonus hand are then added to the total. For instance, if a player "homeruns" the three opponents and has three of a kind in the front, he/she will win a total of twelve (12) points from each opponent. The three winning segments are worth three (3) points, which are tripled to nine (9) points because of the Homerun, and three (3) points are added for the bonus hand.

CLEAN SWEEP HANDS: "Clean Sweep," used in all versions of Chinese Poker, is a hand with a special ranking that wins automatically. All Clean Sweep hands must be declared before the showdown and are worth different points depending on the version being played. According to the ranking, from the highest to the lowest, following are the Clean Sweep hands being played:

1. The PURE DRAGON hand contains ace through king of the same suit and is worth (Rank #1):
 - a. Thirty-nine (39) points in the Mandarin version
 - b. Thirteen (13) points in the Eastern version
 - c. Eight (8) points in the Western version

2. The BLACK DRAGON or RED DRAGON hand contains ace through king of the same color and worth (Rank #2):
 - a. Twenty-six (26) points in the Mandarin version
 - b. Thirteen (13) points in the Eastern version
 - c. Eight (8) points in the Western version
3. The DRAGON hand contains ace through king of any suit and is worth (Rank #3):
 - a. Thirteen (13) points in the Mandarin version
 - b. Thirteen (13) points in the Eastern version
 - c. Four (4) points in the Western version
4. The ALL BLACKS or ALL REDS hand contains thirteen (13) cards of the same color and is worth (Rank #3):
 - a. Thirteen (13) points in the Mandarin version
 - b. Thirteen (13) points in the Eastern version
 - c. Four (4) points in the Western version
5. The MINOR hand, which is played only in the Mandarin version, is composed of cards that rank between deuce and nine of any suit and is worth six (6) points. (Rank #4)
6. The SENIOR hand, which is played only in the Mandarin version, is composed of tens, jacks, queens, kings and aces, and is worth six (6) points. (Rank #4).
7. The SIX WHEELS hand contains six (6) pair (note that four of a kind can be counted as two pair) and is worth (Rank #5).
 - a. Three (3) points in the Mandarin version
 - b. Three (3) points in the Eastern version
 - c. Four (4) points in the Western version
8. The THREE FLUSH hand contains suited cards in the front, middle, and back positions and is worth (Rank #5).
 - a. Three (3) points in the Mandarin version
 - b. Three (3) points in the Eastern version
 - c. Four (4) points in the Western version
9. The THREE STRAIGHT hand contains straights in the front, middle, and back positions and is worth (Rank #5);
 - a. Three (3) points in the Mandarin version
 - b. Three (3) points in the Eastern version
 - c. Four (4) points in the Western version

When a player declares a Clean Sweep hand, the house dealer will verbally confirm this

with the player. The Clean Sweep hand is not viewed until the showdown, and the player collects its value in order. If more than one player has a Clean Sweep hand and the hands have the same ranking, it is a tie. No money is exchanged between these two players, but they still may collect from the other players. The high ranking Clean Sweep hand will collect the total point value for that hand; the point value for the lower ranking Clean Sweep hand will not be subtracted. If a Clean Sweep hand is not declared prior to the showdown, it will be played as a regular hand.

SURRENDER: Chinese Poker permits one player to surrender his or her hand by verbal declaration before the showdown. In this case, the player's hand will not be compared with other player's hands, but the player who surrendered must pay each opponent three (3) points. When a player declares the intention to surrender, the house dealer will verbally confirm this with the player. Once the intention to surrender has been confirmed, the player does not have to set the hand and it will be placed face down on the table.

GAME RULES:

1. The buy-in is twenty (20) times the value of one point of the game. A player may not add any amount to the stack once he or she picks up the cards. The exception is when the player declares the amount he or she intends to add to the stack and does so before the showdown.
2. In an all-in situation, the settlement of wagers starts from the left of the dealer button and proceeds clockwise around the table. The all-in player's payoff will end when the total wager exchanged is equal to the amount that was in front of the player at the beginning of the hand.
3. Players are responsible for their own payoffs. The dealers are not responsible for either the payoffs or the comparison of hands.
4. If a player fails to set his or her hand in the proper ranking order or in the prescribed 3-5-5 combination, the hand is considered fouled and that player must pay a penalty to each of his opponents:
 - a. A fouled hand against a "Clean Sweep" hand, will pay the value of the "Clean sweep" hand.
 - b. A fouled hand against a regular hand:
 1. Western version: 4 points
 2. Eastern version: 3 points plus the bonus in the opponent's hand.
 3. Mandarin version: 6 points plus the bonus in the opponent's hand.
 - c. A fouled hand against a Surrender, the fouled hand is still entitled to collect from the surrender hand.
5. If a player declares a Clean Sweep hand but cannot produce it, that player must pay each opponent to the value of the Clean Sweep hand. An exception occurs when an opponent has already declared his intention to surrender, provided that

the house dealer has obtained the confirmation to surrender.

6. In the situation where one player declares a Clean Sweep hand and another player declares the intention to surrender, the first declaration will be used for the settlement of the wager. If both declarations occur simultaneously, the player who is first clockwise from the dealer button will be recognized as the first to make the declaration.
7. Before the showdown, a misdeal will be declared if:
 - a. Five or more cards of one player's hand are exposed by the dealer.
 - b. Any player is dealt the wrong number of cards.
 - c. Five or more boxed cards appear in the deck.
 - d. A foreign card appears.
8. Any hand containing an incorrect number of cards may be fouled. It is the player's responsibility to notify the house dealer before the showdown that he or she has been dealt an incorrect number of cards.
9. On the showdown, if a player's hand contains two of the same cards, the player has a fouled hand, if two of the same card belong to different players, that hand will be declared a misdeal.
10. Exposed cards or boxed cards will play as dealt.
11. A, 2, 3, 4, 5, is the smallest straight.

HOUSE RULES:

1. Collection drop or time collections are taken in advance.
1. All cash must be changed to chips.
2. All cards must stay on the lane of the table.
3. Attempts to switch, pass, or hold out cards will cause the player's hand to be fouled and forfeiture of that wager to the extent that money covers. Players found guilty of such actions will be barred and may be subject to prosecution.
4. Players in violation of the game or the House rules must accept consequences and decisions rendered by the floor Supervisors without exception.
5. The management reserves the right to make decisions which are in the best interest of the game(s). Therefore, under special circumstance, a decision may be rendered that is contrary to the strict and technical interpretation of these rules.
6. Management reserves the right to refuse service or to bar anyone who in their opinion is inimical to the safe and secure operation of the casino facility.

DRAW POKER

Draw Poker is played using a standard 52-card deck. A Joker may be added for Aces, Straights and Flushes.

Each player receives a total of five cards. They have the option of calling the bet, raising or folding on the first five cards. If the player decides to play, they may discard and draw cards after the first betting round. A player may draw from 0-5 cards. There would be one more final betting round.

The first round of betting is on the first five cards. The second and final betting round is on the cards after the draw is completed.

Each player using their original five cards, or the cards that they received after the draw, tries to make their best poker hand.

Value of hands in sequence:

1. Five Aces
2. Royal Flush
3. Straight Flush
4. Four of a Kind
5. Full House
6. Flush
7. Straight
8. Three of a Kind
9. Two Pair
10. One Pair

Joker used only for Aces, Straights, and Flushes.

No double Ace Flush, which includes an Ace and a Joker. The Joker would represent the highest card not in the hand.

DRAW POKER HI-LO

Draw Poker Hi-Lo is played with a standard 52-card deck. A Joker may be added for Aces, Straights and Flushes.

Each player receives a total of five cards. They have the option of calling the bet, raising or folding on the first five cards. If the player decides to play, they may discard and draw cards after the first betting round. A player may draw 0-5 cards. There would be one more final betting round.

The first round of betting is on the first five cards. The second and final betting round is on the cards after the draw is completed.

Each player using their original five cards, or the cards that they received after the draw, tries to make their best high or low poker hand.

If one player makes the best high and low hand using their five cards, then they would be awarded the entire pot. If not, the pot would be split between the best high and low hands.

DRAW POKER-JACK'S BACK

Draw Poker, Jack's Back, is played using the rules for Draw Poker except that Jacks-Or-Better are required by the opener of the pot. If no player opens the pot the game then reverts to Low-Ball.

When playing Draw, all Draw rules apply.

When playing Low, all Low-Ball rules apply.

To qualify for High, you must have a pair of Jacks-or-Better to open the pot. If the pot is not opened for High, it must open for Low, and all Low-Ball rules apply.

If the pot is opened falsely and no one else calls, the opener will lose the opening bet, and the hand will be played over without re-anteing.

FIVE CARD STUD POKER

Five Card Stud is played with a standard 52-card deck. Each player receives one card face down and one face up. They have the option of betting, calling or raising. After each betting round is completed, the dealer will in turn, deal each player one card face up, until each player has received three more face up cards (one after each betting round).

There is one betting round after the first two cards have been dealt to each player. There will be additional betting rounds on the third, fourth and fifth face up cards.

The object is to make the best poker hand using the five cards dealt to each player.

LOW BALL

Low Ball is a Draw Poker game where the lowest five card poker hand wins. It is played with the standard 52-card deck and one Joker added making 53. The Joker must be used as the lowest card not already present in the player's hand.

Typically the first two or three players post blinds, which is a portion of the opening bet. The purpose of the blinds is similar to antes in other forms of poker, in that they represent seed money to attract prospective contenders for the pot. The size of the blinds is determined by the limit of the game being played.

Players post their blinds and are dealt five cards face down, one at a time, in rotation, in turn.

A round of betting ensues for players who wish to continue and contend for the pot.

Active players may elect to discard any number of their original cards if they choose, and have a like number replaced, in an effort to improve their final hand.

There are two betting rounds, one before the draw and one after the draw. The betting limit after the draw may or may not be twice the amount before the draw.

In Low Ball there is no check and raise.

When a player sits down he/she has two options:

1. Wait for the big blind
2. Kill the pot in any position.

A player may look at two cards and kill the pot (double the big blind). When a pot is killed, the betting limits before and after the draw are doubled. The kill is last to act.

If you are asked how many cards you drew by another active player you are obligated to respond until there has been action after the draw.

Before the draw, exposed cards of five and under must be taken. An exposed card higher than five must be replaced after the deal has been completed.

After the draw, exposed cards cannot be taken. The draw will be completed and then the exposed card will be replaced.

You may not check a seven or less to win the total pot. If a seven or less is checked, provided it is the best hand, all action after the draw is void. If you check any hand seven or less after the draw, you cannot win any subsequent bets although you are still eligible to win whatever existed in the pot before the draw. However if you check a seven or less, and are beaten by a better hand, you will lose the entire pot including any additional calls you make.

A seven or less may call a short all in bet after the draw and win. If someone overcalls the short bet behind, they will receive their money back. If the seven or less fulfills his/her obligation by making a full bet, all subsequent action will stand.

MEXICAN STUD POKER

(5-CARD STUD - MEXICO STYLE. 41-CARD DECK)

Five Card Stud - Mexico Style is played with a "stripped" standard 53 card deck consisting of 52 cards and 1 Joker. The 8s, 9s, and 10s are removed, leaving 41 cards.

To receive a hand, each player places a collection in front of him/her in the table's playing area. The cards are dealt clockwise, beginning to the left of the dealer button.

Each player receives a total of five cards, of which one card must be face down. After the first two card are dealt, players must turn one card up. A betting round begins with the high card forced to check or make a minimum bet. After the betting is completed players receive another cards, dealt face-down. Players then turn over one of their cards, (leaving one card face-down). The betting round starts with high hand. The fourth and fifth cards are then dealt and played according to the same format. The player with the ranking hand wins the pot.

- | | |
|----------------------------------|--------------------|
| 1. 5 of a Kind (including joker) | 7. Straight |
| 2. Royal Flush | 8. Three of a Kind |
| 3. Straight Flush | 9. Two Pair |
| 4. Four of a Kind | 10. One Pair |
| 5. Flush | 11. High Card |
| 6. Full House | |

Ace may be used as a one for a small straight: "A, 2, 3, 4, 5," or after a King for a large straight: "10, J, Q, K, A".

The player with the highest card clockwise of the dealer button will either check or bet.

The highest hand will start the action on all following rounds. Hands are considered to be of equal value whether or not one hand may include the Joker. The closest of such hands to the dealer acts first.

If any down card is exposed by the house dealer, that player will receive his/her next card down and will be permitted to declare "all-in."

The game allows for the counting as a straight certain hands containing a non-contiguous progress of numbers due to cards 8-9-10 being removed. These hands are 4-5-6-7-J 5-6-7-J-Q 6-7-J-Q-K 7-J-Q-K-A.

If a player exposes a card, during other than prescribed times, it is not considered an exposed card and will be required to play.

Starting after the second card, a card will be burned on each round.

Check and raise is permitted. All raises must be at least equal to the size of the last bet.

English only will be permitted while hand is in play.

Cards speak - hold your hand until you are sure of what your opponent has.

Once a card touches the muck, that hand is considered fouled. However, at management's discretion, it may be considered retrievable.

No string bets or raises.

One short buy is allowed for every full buy-in (1 full, 1 short, 1 full, etc.).

Only the player with the dealer button may ask for an additional shuffle.

If you show any cards to one player during or after a hand, any player at your table may demand that you show those cards to all players after a winner is determined.

No rabbit hunting. Once the cards are out of play, players cannot look through the discards or ask the dealer what is coming off the deck.

All players will act in turn. If a player checks, the player who checked first must show his/her hand first.

A player who indicates action toward betting or calling will be required to complete that action with a minimum bet. However, if a player is unaware of a raise he/she will not be held to that unless action has been taken behind this act.

House rules may apply, but must have prior approval of the Chief of Police. Management reserves the right to make decisions in the best interest of the game. All management decisions are final.

OMAHA POKER

Omaha Poker is frequently called Four Card Hold-Em because, except for a couple of variations, both games are the same. The differences are: players are each dealt four cards in Omaha vs. two in Texas Hold-Em and players MUST use exactly two cards of their four, along with three of the common cards exposed on the table in order to form their five-carded poker hand. The traditional rankings of hand apply.

All general poker rules and Hold Em rules apply to Omaha games.

Standard 52-card deck is used.

Blinds are posted as in many other forms of poker.

Players are dealt four cards, face-down, one at a time, in rotation, in turn.

A round of betting ensues for players who wish to continue and contend for the pot.

Three cards are turned face-up in the middle of the table. These are commonly called the flop.

A round of betting ensues for players who wish to continue and contend for the pot.

A fourth card is turned next to the initial three.

A round of betting ensues for players who wish to continue and contend for the pot.

A fifth and final card is turned next to the previous four. These five cards are common to all active players.

A final betting round.

All active players expose their hands. *Using exactly two of their personal four cards and three of the five communal cards*, the active player with the best high hand is awarded the pot.

OMAHA HI - LO SPLIT POKER

Omaha Hi - Lo Split Poker is played the same as Omaha Poker with some variation. Omaha Hi Lo Split Poker uses a standard 52- card deck, generally without the Joker. As in Omaha Poker, player must use two of their four personal cards along with three of the common five to form a traditional poker hand high and/or low. They may use a different set of two cards to form each hand. At the showdown time the best high hand and the best low hand will split the pot. If the game is played with a qualifier for low and there should be no low, the entire pot is awarded to the best exposed high hand. A player may make the best hi and best low to win the entire pot.

All general poker rules and Hold Em rules apply to Omaha games.

Standard 52-card deck is used.

Blinds are posted as in many other forms of poker.

Players are dealt four cards, face-down, one at a time, in rotation, in turn.

A round of betting ensues for players who wish to continue and contend for the pot.

Three cards are turned face-up in the middle of the table. These are commonly called the flop.

A round of betting ensues for players who wish to continue and contend for the pot.

A fourth card is turned next to the initial three.

A round of betting ensues for players who wish to continue and contend for the pot.

A fifth and final card is turned next to the previous four. These five cards are common to all active players.

A final betting round.

PINEAPPLE HI POKER

Pineapple-Hi Poker is played like Texas Hold-Em except:

1. Players receive three down cards each in Pineapple-Hi vs. Two down cards in Texas Hold-Em.
2. Players must discard one of the three down cards if they decide to continue the game and contend for the pot.

All general poker rules and Hold-Em rules apply to Pineapple-Hi Poker.

Blinds are posted as in many other poker games.

Each player is dealt three cards, one at a time, in turn.

A round of betting ensues for players who wish to continue and contend for the pot. Players who chose to remain must discard one of their three down cards at this time. Players who do not wish to continue must discard all their cards and forfeit all rights to the pots.

Three cards are turned face-up in the middle of the table.

A round of betting ensues for players who wish to continue and contend for the pot.

A fourth card is turned next to the initial three.

A round of betting ensues for players who wish to continue and contend for the pot.

A fifth and final card is turned next to the previous four. These five cards are common to all active players.

A final betting round.

All active players expose their hands. Using two, one or none of their two cards and the five communal cards, the active player with the best five card high hand is awarded the pot.

CRAZY PINEAPPLE POKER

Crazy Pineapple poker is played exactly like Pineapple Hi Poker with one exception, that is, players who wish to remain in contention for the pot discard one of their personal three cards after the three communal cards are exposed on the table vs. before as in Pineapple Hi Poker.

Pineapple Poker games can also be played Hi-Low.

LAZY PINEAPPLE POKER

Lazy Pineapple Poker is played exactly like Pineapple Hi Poker with one exception, that is, players do not discard any cards. They play three cards through the entire course of the hand.

Lazy Pineapple Poker games can also be played Hi-Low.

PUSH 9

Push 9 is played using a standard 52-card deck with the Joker omitted.

All players ante.

Each player is dealt three down cards, one at time, in rotation, in turn.

A round of betting ensues.

When a player has bet or raised the limit of that game, there can be no more raises.

All action players expose their hands. The winner of the hand is determined by the value of hands stated below. If the pot is won by one player, he/she is awarded the pot.

If there is a tie (push) the pot is then divided into equal portions. If those portions total more than \$200 each player takes what he/she has won. If the amount is less than \$200, the players who have lost may buy back into the game.

Value of Hands in Sequence:

Three of a kind

Straights

(Example: Ace, King, Queen

Ace, Deuce, Trey

King, Queen, Jack

Etc.)

Any three picture cards

(Kings, Queens, or Jacks)

If none of the above, add the sum total value of the three cards with 9 being the best hand.

Cards have the following value:

Ace = 1

Deuce = 2

Trey = 3

Four = 4

Five = 5

Six = 6

Seven = 7

Eight = 8

Nine = 9

Ten = 0

Jack = 0

Queen = 0

King = 0

Example of sum totals (Numeric Values)

K, Q, 9 = 9

J, 5, trey = 8

6, 6, 5 = 17 or 7

Ace, 4, Deuce = 6

9, trey, trey = 15 or 5

SEVEN CARD STUD

Seven-Card Stud used a standard 52-card deck, generally without the Joker. Traditional rankings of hands apply.

Players ante, the size of which is relative to the stake of the game.

Players are dealt three cards in-turn, in rotation, two face-down, one face-up.

Round of betting.

Active players are dealt one card, face-up. (Fourth).

Round of betting.

Active players are dealt one card, face-up. (Fifth)

Round of betting.

Active players are dealt one card, face-up. (Sixth)

Round of betting.

Active players are dealt one card, face-down. (Seventh)

Final round of betting.

Showdown. Active players expose all of their cards. Best five-card poker hand in traditional order wins.

Most seven-card stud games have structured betting. In a structured betting game such as \$2, \$4, the smaller bet is made on the first two betting rounds, and the larger bet is made after the fifth, sixth and seventh cards. If there is an open pair on the fourth card, the players have the option of making the smaller or larger bet. Spread limit games may be offered.

In Seven-Card Stud, the low card initiates the action and the high hand is first in each subsequent round. The ranking of suits is used only to determine the lowest or highest card for a forced bet. Suits are ranked Spades (highest), Hearts, Diamonds, Clubs.

If a player antes and/or asks to be dealt in, but is unable to make it back to the table, he/she forfeits his/her ante and forced entry bet if applicable.

If a player folds his/her hand after making a forced bet or on a round of checking, his/her seat will continue to receive a card until there is a wager.

If a player has the incorrect number of cards on the deal, the player will receive his/her ante back and will be out of the hand. If it is not discovered immediately and the player takes action on his/her hand, the hand is foul and all rights to the pot and moneys involved are forfeited.

If a player's first or second hole card is accidentally turned up, the third card is dealt face down. If both hole cards are dealt face up, the player has a dead hand and receives his/her ante back.

If a dealer burns two cards or fails to burn a card, move the cards to the right position to rectify the error. If it happens on a down card and you cannot tell which card it was, then the player must accept the card.

If a dealer burns and deals a card before a round of betting has been completed, that card or cards must be eliminated from play along with an additional card for each remaining player in the hand. After that round of betting is finished, play resumes in normal fashion.

If any player other than first position, receives his/her last card face up, all other players will receive their last card face down. The player or players whose card was exposed has two options.

Declaring "all-in" for the portion of the pot already played. All other betting will be on the side. May continue to be active in any further action in the pot on the final round.

If the player's final card is exposed, all the rest of the player's cards will be exposed. The player who was high on sixth street remains first to act and all action stands.

If there are not enough cards left in the deck for each player the following will happen:

- 1 The dealer will deal all cards except the last card. He/she then scrambles the last card and the burn cards, cuts the deck, burns a card and delivers the remaining down cards, using the last card if necessary.

2. If there are five players remaining without a card, the dealer will not burn and deliver the cards.

If the dealer finds that there are still not enough cards using the previous procedure, he/she will announce the use of a community card. The dealer will then burn a card and turn up a card in the center of the table.

(Community card). The card plays in everyone's hand. The player who falls high on board - using the community card- initiates the action.

Players who pick up or turn over any of their up cards after a bet is made, risk losing all rights to the pot.

Players who call when they are beat by their opponent's up cards are not entitled to a refund of their wager.

SEVEN CARD STUD HI-LO

Seven Card Stud Hi-Lo is played the same as Seven Card Stud with some variation. Seven Card Stud Hi-Lo uses a standard 52-card deck, generally without the Joker. Players try to make the best high hand and the best low hand using any combination of five cards out of the seven in their hand. The low card initiates the action on the first round, with an Ace counting as a high card for this purpose. On subsequent rounds the high hand initiates the action. In a structured limit game, an open pair has no option of making the smaller or larger bet as in Seven Card Stud. If the game is played with a qualifier for low, and there should be no low, the entire pot is awarded to the best exposed high hand. A player may make the best hi and best low to win the entire pot.

SEVEN CARD STUD LOW (RAZZ)

Razz is played with a standard 52-card deck, generally without a Joker. Razz is simply Seven Card Stud played for low, that is the traditional ranking of poker hands is reversed. The lowest ranked hand is now the best hand. Best possible hand is 5 - 4 - 3 - 2 - Ace. In Razz, the high card has the forced opening bet and the low hand is first to act thereafter. Contrary to Low-Ball, check and raise is permitted.

TEXAS HOLD-EM

Texas Hold-Em is played using a standard 52-card deck. The object is to make the best high hand among competing players using the traditional ranking of poker hands.

Blinds are posted by players who sit in consecutive clockwise order from the button. Action is initiated on the first betting round by the player on the immediate left of the person who posted the furthest blind clockwise from the button. On all subsequent rounds the action is begun by the first active player from the button.

Each player is dealt two down cards, one at a time, in rotation, in turn.

A round of betting ensues for players who wish to continue and contend for the pot.

Three cards are turned face-up in the middle of the table. These are commonly called the flop.

A round of betting ensues for players who wish to continue and contend for the pot.

A fourth card is turned next to the initial three.

A round of betting ensues for players who wish to continue and contend for the pot.

A fifth and final card is turned next to the previous four. These five cards are common to all active players.

A final betting round.

All active players expose their hand. Using the best of their personal two cards and the five communal cards, the active player with the best five-carded high hand is awarded the pot.

Players may use two, one or none (playing the board) of their personal cards to form their hand.

A new player entering a Hold-Em game may either choose to wait until the dealer button passes or take a hand immediately.

If the blinds pass a player's position while away from the table, the player may resume play by posting total amount of blind. The small blind goes to the center of the pot, while the big blind is live. The player may also just wait for his/her big blind.

Players who are dealt less cards than called for will receive a card from the top of the deck after the deal is completed. If a player is dealt an additional card, management will retrieve a card at random and it will become the burn card. If it is discovered after substantial action, all moneys, antes and blinds are forfeited by the player.

If the flop has the incorrect number of cards (too many), it is taken back and re-shuffled except the burn card will remain burned. No new burn card will be used.

If cards are flopped by the dealer before all betting is completed, the entire flop is taken back and reshuffled. The burn card will remain and no additional one will be used for this flop.

If a dealer turns up the fourth card on the board before the round of betting is completed, the card will not play. Betting for that round is completed, the next card is burned and the fifth card is put

TEXAS HOLD-EM HI-LO SPLIT POKER

Hold-Em Hi-Lo Split Poker is played with a standard 52-card deck, generally without the Joker. The method of play is just like Texas (two card) Hold-Em, except at showdown time, the best qualifying low hand will split the pot with the best high hand. Should there be no player holding a low qualifying hand, the entire pot is awarded to the best exposed high hand.

PAN

Pan is played with 320 cards; 8s, 9s, 10s, and Jokers are omitted. Chips are used for settlement. Additional cards (Spades) *may* be deleted.

The object of the game is to have eleven cards, face up in front of you, on the table in valid melds. The first player doing so is the winner and receives from each player with cards and chips (also those with hands that are fouled) the total value of his/her melds as they lay, two for winning the hand plus the tops (antes), which must be given to him/her last. he/she is the first player dealt to on the next hand.

Rank of Cards

Cards in each suit rank K (high), Q, J, 7, 6, 5, 4, 3, 2, a. The jack and seven are in sequence. There is no rank of suits, except that Spades pay double in some cases (see Conditions).

The Draw

Cards are always dealt to the right (counter clockwise) not to the left as in most games. They are dealt five cards at a time, in the beginning deal, four cards are turned down and the fifth card is turned up to each player. The lowest card up is the eldest hand. From then on, the winner of each hand is dealt to first, and is first to act.

The Shuffle

The Pan dealer (mucked) is responsible for shuffling the deck. After each hand, the discards are shuffled with a portion from the back of the deck, to which position these cards are then restored.

The Deals

The dealer (mucked) gives each player ten cards, in two rounds of five at a time, beginning with the winning player. For the deal he/she takes cards from the front of the deck, restoring any excess to the front of the deck.

Going On Top

Before play starts, each player beginning with the winning hand declares whether he/she will stay in the play or retire. If he/she retires, he/she discards his/her hand and forfeits his/her ante. Hands discarded by retiring player are not returned to the deck, but are set aside so that they may not be drawn in play. The forfeits go to the player who goes out.

The Play

Starting with the player to the right of the dealer, each in turn draws one card, from the top of the deck or from the top of the discard pile. If he/she takes the top card of the deck, he/she must immediately use it in a meld or discard it. He/she may draw from the discard pile only if: 1) the top card of the discard pile was drawn from the deck and discarded by preceding player; and 2) he/she can immediately meld this card in a combination.

After drawing and before completing this turn by discarding one card face-up, the player may meld as many sets as he/she holds, or add to his/her existing melds.

The object of play is to meld eleven cards, the first player to do so wins the game.

Melds

Each meld (or spread) must be at least three cards, it may be as many as eleven. For convenience the melds are classified as sequences (usually called ropes) and sets.

Sequence

Any three card in sequence of the same unit, as Heart Q, J, 7.

Set

Three cards of the same rank and of different suits, as Heart 4, Spade 4, Club 4, or of the same suit, as Club QQQ. In addition, any three aces or any three kings form a set regardless of suit, as Diamond A, Diamond A, Club A.

Conditions

Certain melds are called condition. On melding a condition, the player immediately collects chips from every player, as follows:

All threes, five's, and sevens are vale (pronounced valley) cards, that is cards of value. Cards of other rank are non-vale.

The Conditions are:

1. Any set of vale cards, not in the same suit, 1 chip.
2. Any set of vale cards, in the same suit, 4 chips in Spades, 2 chips in any other suit.
3. Any set of non-vale cards, in the same suit, 2 chips in Spades, 1 chip in any other suit.
4. Any sequence of A, 2, 3, in the same suit, 2 chips in Spades, 1 chip in any other suit.
5. Any sequence of K, Q, J, in the same suit, 2 chips in Spades, 1 chip in any other suit.

Increasing

A player may add one or more cards to any of his/her melds, provided that the character of the meld is preserved. To a set of different suits he/she may add any card of the same rank, to a set of the same suits, another of the same rank and any suit. When such cards are so added to a condition, the player collects the value of the original condition for each additional card, except that only half the value is paid for additional to a set of three vale cards in the same suit (2 chips in Spades, 1 chip in any other suit).

One meld may be split into two by the addition of cards, provided that two valid melds results. For example: Diamond J, 7, 6, 5, may be split into two melds by the addition of Diamond Q, 4. The advantage in splitting is to increase the number of open ends. If splitting a meld creates a condition, the player collects for this condition, 2 chips in Spades, 1 chip in any other suit. For example: the player had melded four 4s, one of the same suit he/she make two valid melds, one of them a condition.

Borrowing

A player may take a card from one of his/her increased melds to make a new meld, provided he/she leaves a valid meld. For example: From Club 7, 6, 5, 4, he/she may borrow either 7 or 4, but not the 6 or 5.

Forcing Cards

If the top of the discard pile can be added to a meld of the player to whom it is available, any other player may, if he/she desires to, require the player to take that card. The purpose in forcing this draw on the player is to compel him/her to make a discard, thereby possibly breaking up a prospective combination.

Going Out

When a player shows eleven cards in melds, he/she collects two chips from every player and also collects all over again for each condition in his/her cards.

When a player has all ten cards spread, the player at his/her left may not discard a card that puts his/her right-hand opponent, unless the Player at the left has no other possible choice.

Irregularities

If, before he/she has made his/her first draw, a player finds he/she has nine cards, dealer will serve him/her the additional card. If a player has eleven cards, the dealer withdraws the excess card from a player's hand and puts the card among the discarded hands of retired players. If a player has been dealt less than eight cards or more than twelve cards, the hand is dead and the player's ante will be returned.

If a player's hand is found incorrect after he/she has made his/her first draw, he/she must discard his/her hand, retire from that deal and return all collections he/she has made for conditions. In addition, he/she must continue to make due payments to others for conditions and for winning.

Incorrect Meld

If a player lays down any spread not conforming to the rules, he/she must make it valid on demand. If he/she cannot do so, he/she must return any collections made in consequence of the improper spread and legally proceed with his/her turn. If he/she has already discarded, he/she must return all collections he/she had made on that hand, discard his/her hand, and retire from play until the next deal, but must continue to make due payments to others for conditions and winning. However, if he/she has made the meld valid before attention is called to it, there is no penalty.

CALIFORNIA BANKING SYSTEM GAMES

CENTURY 21 BACCARAT

Multiple decks of plastic coated cards are used.

Each deck includes all cards in addition to one (1) Joker, totaling 53 cards per deck.

Cards between 1 and 9 have their face value.

Face cards and 10's are counted as (0) zero.

Jokers are wild, they can have any value between 0 and 9.

The value of each hand is the sum of its cards. The last digit of the sum of a hand that has a value over 10 is the actual value of the hand.

The object is to form a hand that totals 9 or as close as possible.

A hand with two Jokers wins all other hands, including all 9's all first two initial cards "Two Jokers, "9's" or "8's" are considered "Natural".

After the initial deal the players will check for a "Natural". If the hand contains "Two Jokers", "9" or "8" the player needs to turn over both cards.

If the hand is not a "Natural", the player must position their cards in the proper HIT or STAND box in order to receive or not to receive a draw card.

Prior to the draw, the Designated Player/Dealer initial two card's value should be checked for a "Natural", if the two cards total any "Natural", the cards will be turned up and the deal is concluded. No one will be allowed to draw.

The Designated Player/Dealer will start opening all other hands.

The Designated Player/Dealer having a "Natural" will automatically win all hands with the exception of other same value "Natural's" held by players and will lose to any player's higher value "Natural" hand.

Designated Player/Dealer's three card "9" will win any player's "Natural" "8".

If the Designated Player/Dealer's hand does not total any "Natural", the players have the option of drawing one additional card.

FAST ACTION HOLD'EM

INTRODUCTION

Fast Action Hold'Em is played on a 21 or double hand poker type table. It is played with six complete fifty-two (52) card decks delivered from a shoe. Each player receives four (4) cards in a clockwise rotation starting from the first player after the Designated Player/Dealer position. Each player and the Designated Player/Dealer keeps two (2) of their four (4) cards, discarding the two (2) cards they do not wish to play. The house dealer will then turn up five (5) common cards in the center of the table. All players and the Designated Player/Dealer will use their two (2) cards to make their best five (5) card poker hand.

THE PLAY

1. The Designated Player/Dealer button will be offered to the first player to approach the table. If multiple players approach at the same time, then it will be offered to the player seated in the #1 position.
2. All players must put their wager and per hand collections in the appropriate betting positions. Before the cards are dealt, all collections are dropped. Once the house dealer has announced "No More Bets", no player may change their wager. Only moneys in the betting position plays.
3. The house dealer will deliver four (4) cards, one (1) at a time, face down in a clockwise manner to each position where there is a bet, starting with the first wager after the Designated Player/Dealer position. The Designated Player/Dealer hand will be dealt in rotation with all other hands and will always be the last position to receive a card.
4. Once the house dealer completes the delivery of the four (4) cards, the Designated Player/ Dealer hand will go into the center box of the flop position and cap it with the Banker Button.
5. If a player has four (4) of a kind in their original four (4) cards, this is a ("Natural Winner"), it is an automatic winner regardless of any other determinations past that point. Natural Winners are to remain face up, in front of that players wager and is to be paid to the extent that money covers.
6. After all players have discarded two (2) cards and tucked the two (2) cards they are playing under their bets the dealer will collect all discards and place them in the discard rack.

FAST ACTION HOLD'EM Continued

7. The dealer will now announce "Bank Open", place the bank button back in position in front of the Designated Player/Dealer bankroll and turn face up over the logo the Designated Player/Dealer's four (4) cards, and wait for instructions from the Designated Player/Dealer as to which two (2) cards they wish to play, The dealer will place the Designated Player/Dealer's discards into the discard rack.
8. If the Designated Player/Dealer has a natural winner then all play is stopped, a flop will be dealt face down and the first card turned face up to determine where action will start (see #14). All wagers will lose with the exceptions of player naturals to the extent that money covers.
9. In the case where both the Designated Player/Dealer and the player have a "Natural Winner" the player will win to the extent that money covers regardless of the "Natural Winner" card values.
10. The dealer will inform the players of the Designated Player/Dealer as to house way only upon request.
11. The house dealer will then burn one (1) card to the discard rack from the shoe and turn five (5) cards, one (1) at a time, face up in the designated "Flop" boxes on the layout. The first card will go in the box farthest to the right, the second card will go next to the first, etc., etc.
12. These five (5) cards are the community cards and will be incorporated with each players hand as well as the Designated Player/Dealer hand to determine the best five (5) card poker hand for both the Designated Player/Dealer and the players. The best five (5) cards may be the five (5) common community cards.
13. The first "Action" (The pay and take sequence) will be determined by the first common (flop) card dealt. The dealer will verbally announce "Action" when they turn that first card of the flop. Because there are only eight (8) betting positions, the nines (9's) and face cards will not apply. Therefore, the first flop card ace being one (1) through eight (8) that is dealt will designate where the action button will be placed. If all five (5) flop cards are nine (9) through king then the action button will be placed in the first active position clockwise from the Banker Button. All "action" moves clockwise, starting with the "Action" button..
14. After determining the Designated Player/Dealer hand value the dealer will then begin determining values and win/lose of the players hands in a clockwise fashion starting with the action button.

FAST ACTION HOLD-EM (Continued)

15. A hand that beats the Designated Player/Dealer hand will be placed face up in front of the betting position, and a hand that loses to the Designated Player/Dealer hand will be placed face down in front of that position with the wager stacked on top the cards. Pay and take sequence will not begin until all hand values have been determined.
16. If the Designated Player/Dealer and the player have the same value hands, this is a "Copy" and the Designated Player/Dealer wins all "Copy" hands to the extent that money covers.
17. All pay and take will be made clockwise from the "Action Button".
18. After all wagers in action are paid or taken and the non-action wagers returned to those respective players, the dealer will turn all player hands face down. Those hands will be stacked one hand on top of the next in a counterclockwise direction starting from third base (furthest player to the dealers right) and then put into the discard rack.
19. The house dealer will then pick up the Designated Player/Dealer two (2) card hand and scoop the flop cards with the (2) Designated Player/Dealer cards and place them into the discard rack. The procedures #19 and #20 will allow the supervisor to back the hand up if a dispute should occur. The next round of play may commence.

FAST ACTION HOLD-EM (Continued)

RULES

1. Players are not allowed to touch their cards once they have tucked their two (2) cards that they are playing under their bets.
2. Players are responsible for the final setting of their hands. When a player or the Designated Player/Dealer request assistance on the setting of their hand by the house dealer, the hand will be set "HOUSE WAY".
3. When an open spot is available and a player plays a second hand, that player may not look at or set that hand. That second player hand will be set "HOUSE WAY" by the dealer.
4. There will be no split or surrender options available as there is in the House Banked version of Fast Action Hold'Em.
5. On a new game, or on a game that has gone dead and is starting up again, the Designated Player/Dealer ("Dealer") button will always begin with the first player clockwise from the house dealer.
6. The Designated Player/Dealer will be allowed two (2) rounds of play as Designated Player/Dealer.
7. Any player wagering on a position and having played the previous hand has the option of being the Designated Player/Dealer on the next hand (in turn as position allows). If they did not wager on the previous betting round, they may not be the Designated Player/Dealer.
8. In both the player and Designated Player/Dealer positions, the seated player makes the final decision on the play of the hand if a disagreement should take place between multiple players/Designated Player/Dealers.
9. If the Designated Player/Dealer hand is accidentally exposed before all hands are set, the remaining hands will be set "HOUSE WAY."
10. The house dealer from time to time may deal a fifth card to one or more of the players. When this occurs, call the supervisor. If the dealer knows which of the five (5) cards is the extra card, that card(s) will be moved back to the shoe and the true order of the cards maintained. If the dealer does not know which is the extra card, the supervisor will pick one at random, and offer the player(s) the option of calling their hand dead as long as the player has not yet looked at their cards.

11. If the dealer exposes a flop card(s) before all players have discarded, the supervisor will instruct the dealer to burn the exposed card(s) and continue as normal.
12. This is a five (5) card game. Some players attempt to take the hand value to a sixth card. Please explain to them that the sixth card does not play.
13. Management and/or the house dealer will accept no responsibility for the outcome of any hand when the instruction of "HOUSE WAYS" is used by a player to set their hand.

1. Flush with five of a kind
2. Royal flush
3. Flush with four of a kind
4. Straight flush
5. Flush with full house
6. Five of a kind
7. Flush with three of a kind
8. Flush with two pair
9. Flush with one pair
10. Four of a kind
11. Full house
12. Flush
13. Straight
14. Three of a kind
15. Two pair
16. One pair
17. No pair (High card)

HOUSE WAYS

1. Suited pair
2. Highest pair
3. Ace with highest suited card 10 or better
4. Highest suited running cards 10, Jack or better
5. Ace with highest card 10 or better
6. Highest non-suited running cards jack, queen or better
7. Ace with highest suited card
8. Highest suited cards 10 or better
9. Two highest cards jack or better
10. Ace with highest card
11. Any suited running cards
12. Two highest suited cards not running
13. Any two running cards
14. Two highest cards

FAST ACTION HOLD-EM (Continued)

If the hand has three of a kind in the original four cards:

1. If two of the cards are suited, these will be played as indicated by House Way number one.
2. If none of the like cards are suited, discard the one that is suited with the off value card.

Example: 7 diamond, 7 spade, 7 heart, 2 heart: Discard 7 heart & the 2 heart

3. If all four cards are unsuited, keep the two cards that are the same color.

Aces are very strong cards in Fast Action Hold'Em and there are only two occasions in which the house will discard them;

1. When there is a pair.
2. When there is a K-Q, Q-J, or J-10 suited.

PAI GOW POKER

Pai Gow Poker is played with a standard 52-card deck with one joker added, making 53. Each player is dealt seven down cards from which they form two hands, a front two-card and a five-card hand. The back five-card hand must be of a higher ranking than the front two-card hand. Traditional poker rankings are used to determine winners. When players' hands are compared to the Designated Player/Dealer's hands, both hands must be of higher ranking to win. If both are of the same or of lower ranking, the Designated Player/Dealer wins. If one hand is lower and one higher, it is a push and neither wins.

Play rotates clockwise. Each player has the option:

1. To be the Designated Player/Dealer for two consecutive hands;
2. For only one hand then pass that privilege.
3. Refuse the option entirely, in which case it is offered to the next player.

As in many other games, several players may wager on the same hand, frequently called backline betting.

Player makes a bet.

The dealer deals seven piles of down cards of seven each, in turn, in rotation in the middle of the table.

The Designated Player/Dealer selects which pile will be distributed to the first player (who is randomly selected in the next step). The dealer identifies the hand by placing a button marked ACTION in front of the player so designated as first player.

The Designated Player/Dealer shakes a dice cup containing three standard dice. The sum of the dice indicates to which seat the first pile of seven cards (identified in the previous step) will be distributed.

When the dice cup is opened and the dice are exposed, no bets can be added or taken back, no bet can be added to or subtracted from or moved or altered in any way. After the dice are exposed, all bets must play as positioned. It is the responsibility of the player to notice and call attention to errors before the dice cup is opened.

Each pile of seven cards are distributed to each seat at the table.

Cards distributed to seats without a wager are collected by the dealer.

Players form two hands, a two-card and a five-card hand.

When all player's hands have been set, the dealer exposes the Designated Player/Dealer's hand, and sets it according to the Designated Player/Dealer's instructions.

Each player's hand is compared to the Designated Player/Dealer's hand to determine the winner according to the criteria in the above paragraphs.

Bets are collected and paid only to the extent the Designated Player/Dealer's money is in action.

A boxed or exposed card on the deal will be replaced by the first of the remaining four cards at the end of the deal.

A misdeal will be declared if:

- 1) A Joker or Ace is exposed or boxed.
- 2) Two or more cards are exposed or boxed.
- 3) The Designated Player/Dealer does not have correct number of cards.

A player has a foul hand if:

- 1) Two card front hand is stronger than the five card back hand.
- 2) The player does not have the correct amount of cards in either the front or back hand.

SUPER PAN 9

Super Pan 9, hereafter called Pan 9, is played with multiple decks (eight to twelve) with the sevens, eights, nines and tens removed. There is no Joker.

Players are each dealt three cards face-down, one at a time, in turn, in rotation, and have the option to draw an additional card.

Card have the following value:

Ace = 1
Deuce = 2
Trey = 3
Four = 4
Five = 5
Six = 6
Jack = 10 (0)
Queen = 10 (0)
King = 10 (0)

Examples of sum totals (numerical values):

6, 6, 5 = 17 or 7
A, A, Q, 5 = 7
5, 5, K, 6 = 16 or 6
2, 4, 2 = 8
6, 5, J, 3 = 14 or 4
K, K, Q, 6 = 6

Pan 9 is played on a poker-style table which is uniquely marked. Players are accommodated while seated at the table, or as backline bettors standing behind seated players. The table tops are marked identically in each seating section with betting squares for the wagers made by the seated players and backline bettors.

In addition, there are two rectangular boxes, one placed horizontally, the other vertically in relation to the player. The player places his/her cards in one of these boxes to indicate what action should occur. If the player elects not to draw an additional card, he/she places his/her original three cards in the vertical box, the one closer to the dealer. If the player wants to draw a card, he/she so indicates by placing his/her original three cards in the horizontal box, the one closer to him/her. In the latter case, this indicates that the dealer should subsequently deal the player a fourth card which is placed in the vertical box.

The Designated Player/Dealer's hand should not be exposed until the dealer sees that all vertical boxes contain either the three original cards, or an additional fourth, the draw card.

The object of the game is to get a card count of 9, or as close to 9 as possible. When the total is 10 or more, only the right-hand digit counts. (For example, a hand with two 6s and a 4 would total 16, but its card count would be 6. A hand of two 5s and a King would have a hand count of 0.)

In each round of play, the Designated Player/Dealer will select the position to be dealt to first by shaking the dice cup. The house dealer will place the action button at the position indicated by the dice count (counting from the designated player position). The cards are dealt from the shoe to each active player starting with the action button.

The Designated Player/Dealer is the last to play. Unlike the other seated players, the designated player may not touch or look at his cards. After all players have arranged the hands, the house dealer will turn up the Designated Player/Dealer's cards.

The Designated Player/Dealer's three-card hand will be handled according to the following guidelines:

If the total is 0, 1, 2 or 3, the house dealer will automatically draw a card for Designated Player/Banker.

A total of 4, 5 or 6 is an option for the Designated Player/Dealer to draw or stand.

A total of 7, 8 or 9 - there is no option, the Designated Player/Dealer MUST stand.

The Designated Player/Dealer's position cannot win or lose more than the original wager. There is no obligation to cover any other bets.

A round of play ends when all hands have been resolved starting from the ACTION position.
ALL HANDS MUST BE OPENED, EVEN IF MONEY DOES NOT COVER.

NO BUST 21st CENTURY BLACKJACK

4.0

4/23/2006

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Existing issued patents:

1-6,855,051	Dated	February 15, 2005	No Bust 21 Blackjack
2-6,776,416	Dated	August 17, 2004	No Bust Blackjack Type Game
3-6,855,051	Dated	January 9, 2001	No Bust 21 Blackjack
4-7,022,015	Dated	April 4, 2006	No Bust 21 Blackjack

And additional pending patents

21st Century Blackjack Trademark Registration No. 2,485,604

No Bust Blackjack Trademark Registration No. 2,404,922

OBJECT OF THE GAME

The object of the No-Bust 21st Century Blackjack is for the Players and the Player/Dealer to add the numerical value of their cards and:

- Obtain the best possible hand of 21 and a half, or "Natural." (This hand pays 6 to 5.)
- A "Natural" beats all other hands.
- Draw additional cards if needed.

VALUE OF CARDS

A plural standard deck of cards with no Joker is used in the play of the game. The game can be played with a minimum of one (1) and a maximum of eight (8) decks.

- Any two cards consisting of any special bonus ace with any 10 value or face card is also the best hand (Natural). Natural hand beats all other hands.
- An Ace has a value of :

a) 11 and a half on first two cards with all cards with the value of 10's.

b) 1 or 11 with all cards with value of 2-9 .

c) 1 or 11 with three or more cards.

- Two aces have a value of 2 or 12
- All cards from 2-10 have their face value.
- Picture or face cards have a value of 10.

RANKING CHART

Card	Value
Ace	a) 11 and a half on first two cards with all cards with the value of 10's. b) 1 or 11 with all cards with value of 2-9 . c) 1 or 11 with three or more cards.
Two	2
Three	3
Four	4
Five	5
Six	6
Seven	7
Eight	8
Nine	9
Ten	10
Jack	10
Queen	10
King	10

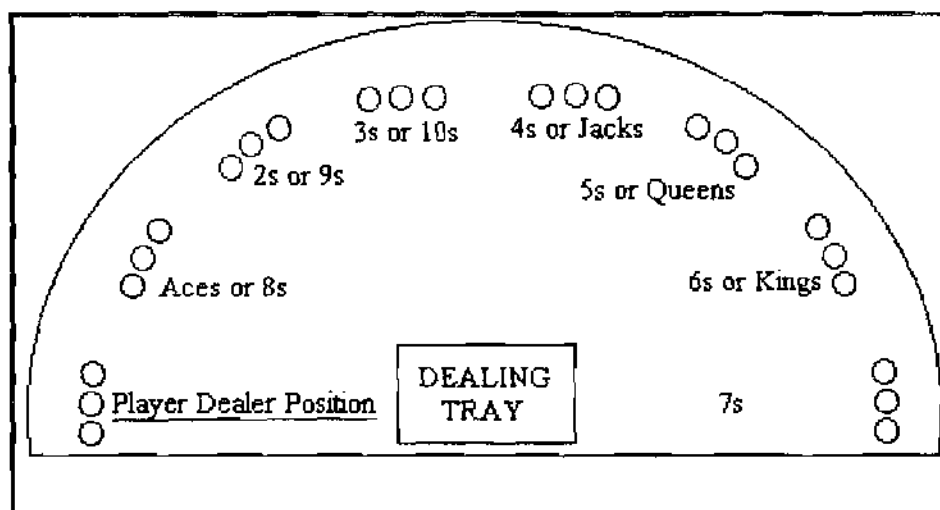
ROUND OF PLAY

1. No-Bust 21st Century Blackjack is played on a raised gaming table. The table seats eight players who face the Dealer in a 180-degree seating arrangement. The tables are commonly used in the casino industry. The casino Dealer stands opposite of the players, and in the center of the table. The casino Dealer's chip tray is set in front of him/her. The play starts from the left of the dealer and proceeds in a clock-wise fashion.
2. The game utilizes a 52-card deck with special bonus aces. The aces are bonus cards with the value of:
 - a) 11 and a half on first two cards with all cards with the value of 10's.
 - b) 1 or 11 with all cards with value of 2-9.
 - c) 1 or 11 with three or more cards.
3. the game can be played with a minimum of a one deck, totaling 52 cards and to a maximum of eight decks totaling 416 cards.
4. All tables will have some type of signage where the name of the game is displayed, along with the minimum and maximum wager allowed, and collection fee for the Players and Player/Dealer. A maximum of three collection rates are allowed in compliance with the California Penal Code.
5. A standard round of play begins when a Player/Dealer is designated. The Player/Dealer will place an amount of money (casino chips) in front of their seat in a betting circle and that money will be used to pay the winners and will also set the amount that he/she can collect from the loser. The casino will place a "button" in front of the Player/Dealer which designates that they are taking the "Player/Dealer" position and further designate whether it is the first or second turn for the Player/Dealer in the banking position. The Player/Dealer will place the collection fee in front of his betting circle.
6. Players at a table then place their wagers in designated betting circles. The Players may place a wager at his/her seat along with other unoccupied betting circles. Each Player must pay the posted collection for the wager they placed in any betting circle where they have money or "action".
7. Once the Player/Dealer has posted the amount of money he/she will wager against the other Players, and once the Players have placed their wagers, the casino dealer will collect all of the fees. This will always be accomplished prior to the start of the game in accordance with the California Penal Code. The casino dealer will take the collection fees and drop them into a locked collection box affixed to the gaming table.
8. After the fees have been collected, the Dealer will deal the cards to the Players and the Player/Dealer. All cards dealt throughout the game are always dealt face up. The casino Dealer is the only person on the table to touch the cards. The Players will signal to the Dealer by hand gesture if they wish to hit or stand. These hand signals will be consistent with industry standard signals such as moving their hand in a sweeping motion towards their body indicating they want an additional card and in moving their hands in a side to side manner, indicating they wish to stay with their cards on the table. The casino Dealer deals the first card to the Player seated to the left of the designated Player/Dealer, in a clock-wise fashion. Each Player will be dealt one card face up and the Player/Dealer will receive his/her first card also. The Player/Dealer's first card will be placed in front of the casino dealer rather than in front of the Player/Dealer's seat position.
9. The casino Dealer will deal a second face up card to the players, again starting at the Player to the first seated position to the left of the Player/Dealer, in a clock-wise fashion. The Player/Dealer will receive a face down card.

10. Players must follow the below listed chart in deciding whether to hit or stand on a particular hand:

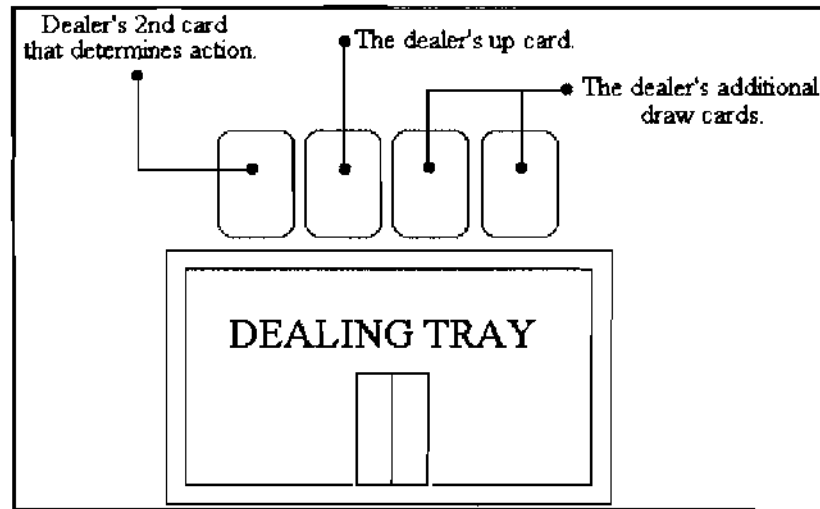
Rules For Player		
Must Stand On	Must Hit On	Have Option On
Soft & Hard 21 "Naturals"	11 Or Less	12
		13
		14
		15
		16
		17
		18
		19
		20

11. After all Players have made their best hands by indicating to the casino Dealer that they do not wish to have additional cards dealt to them, the house Dealer will turn over the Player/Dealer hole card. This card will determine where the "action button" will be placed.
12. The Action Button determines where the action starts or who will be first to be paid for their winning hand or lose their wager. The Action Button is placed based on its numerical value and in comparison to the Players seated at the table. (Please see the chart below for an example of how the card's value is used to determine the placement of the Action Button.



13. Once the hand is played to the end, the payout or collection of the wagers will begin at the seat where the action button is placed. The settling of the wagers will proceed in a clock-wise manner until all wagers have been acted upon.
14. In the event that the Player/Dealer does not have enough money on the table to cover all the wagers on the table, there will be no free collection button, refund, or other conciliatory action give to the affected Players by the casino or the Player/Dealer.

15. The Player/Dealer's cards will always be dealt and placed in front of the casino Dealer's tray. The placement of the Player/Dealer's cards is standard in all games and is depicted in the chart below:



16. The casino Dealer continues to draw cards for the Player/Dealer, if necessary until a Hard 17 or higher number is reached. The Player/Dealer does not have an option of hitting a Hard 17 or higher nor staying on a Soft 17 or lower. See the chart below for details:

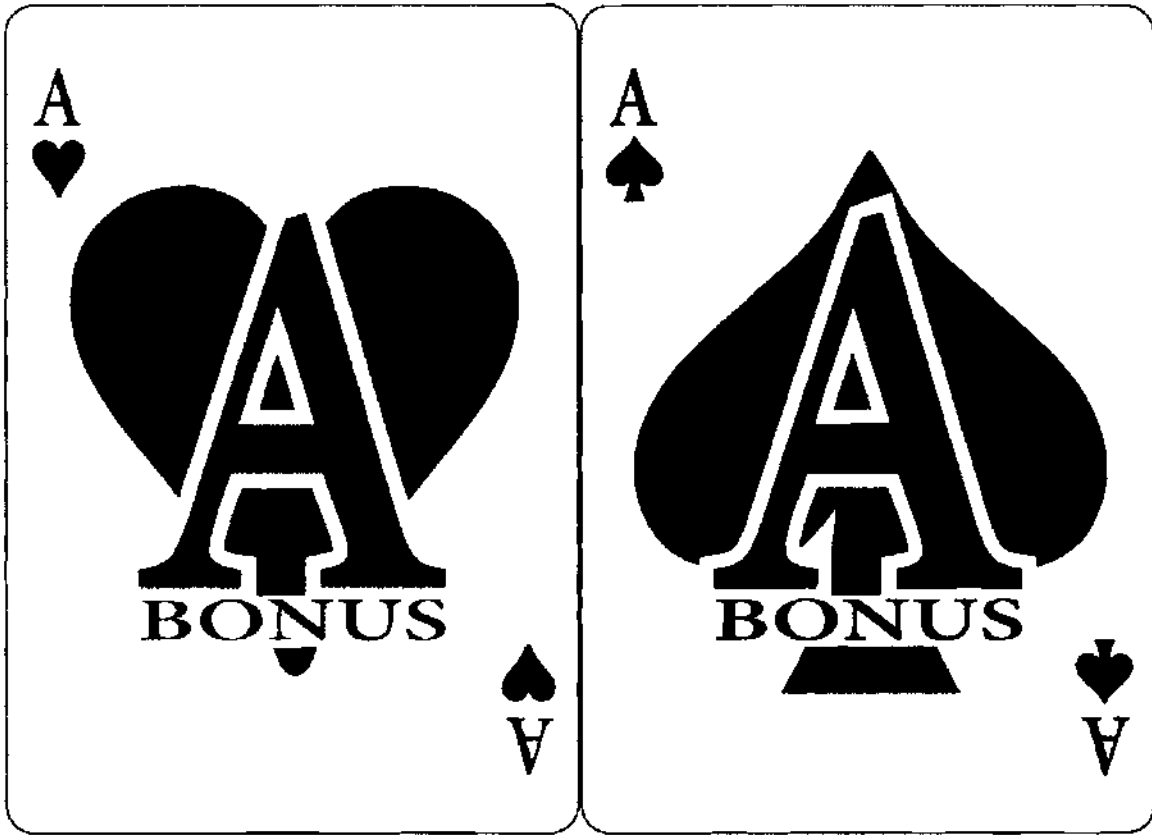
Rules For Player/Dealer		
<i>Must Stand On</i>	<i>Must Hit On</i>	<i>Have Option On</i>
Hard 17 And Above	Soft 17 Or Less	None

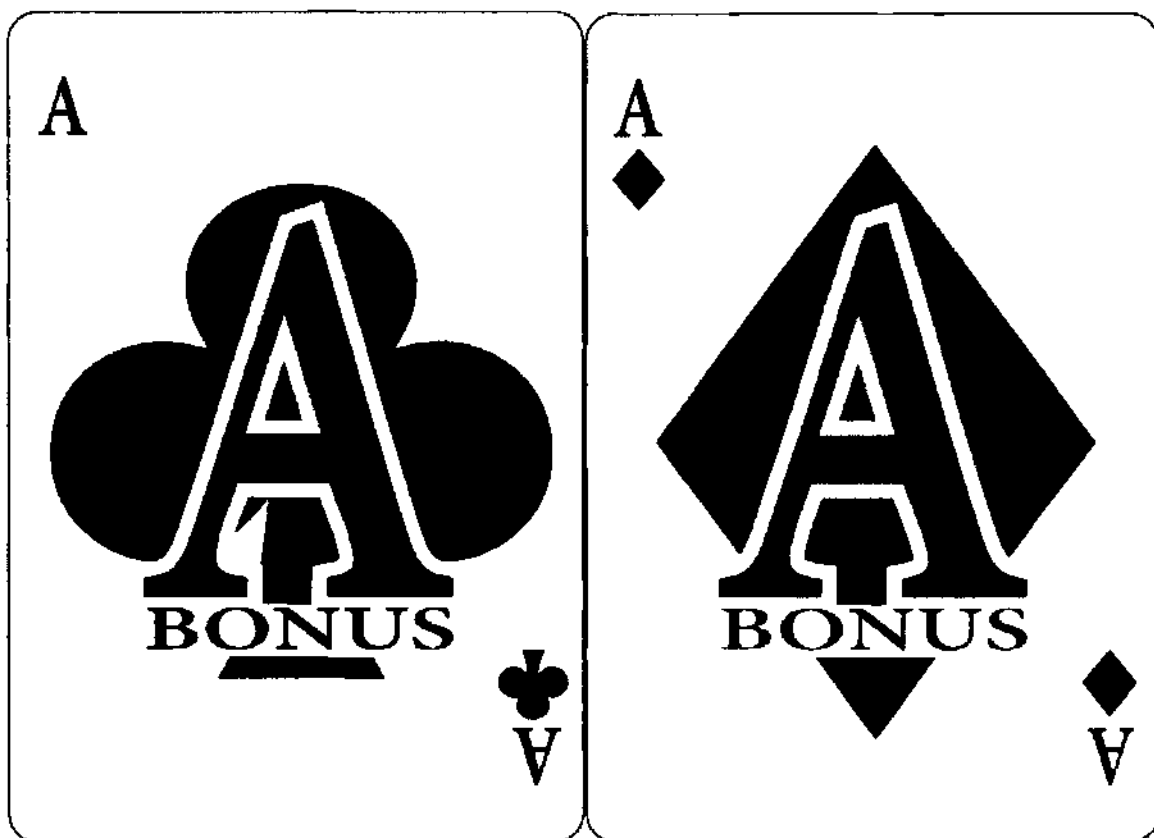
17. Once the Player/Dealer's hand has been made, all winners and losers are determined when their card's numerical value are compared to the Player/Dealer's. The Player/Dealer is never required to cover all opposing player's wagers. A Player/Dealer can only win or lose as much as they have placed on the table to cover a portion or all of the wagers. If there is not enough money from the Player/Dealer position to cover all winning wagers, there will be no refund, free collection, or other form of rebate given to the affected Players.
18. After all wagers are settled, the cards are collected and discarded. The bank button is changed and after every two hands, the Player/Dealer position is rotated in a clock-wise fashion around the table.
19. The next round of play begins once the casino Dealer collects all cards from the table and places them in the discard tray. The casino Dealer will also change the Bank Button, and if necessary (if the same person has already held the Player/Dealer position twice) rotate the Player/Dealer position clock-wise to the next position on the table. If there is no person that intervenes on the Player/Dealer's position, the game will be "Broken" or stopped, as required by the California Penal Code.

GAME RULES

1. A "Natural " (21and a half) is the best possible hand. If the player and the Player/Dealer's hands are both a "Natural ," the hand is a push or tie, and no action is taken on the wager.
2. If a Player's total is less than a "Natural" and the Player/Dealer's total is more than a "Natural" the Player wins the hand.
3. If a Player's total is less than a "Natural" and the Player/Dealer's hand is less than a, "Natural" the hand closest to a "Natural " wins.
4. If a Player and the Player/Dealer have the same total and it is less than a "natural , the hand is a push or tie, and no action is taken on the wager.
5. If a Player's and the Player/Dealer's totals are more than a "natural ", the following will apply:
 - a. If the Player/Dealer is closer to a "natural ," the Player/Dealer wins the hand.
 - b. If the Player is closer to a "natural " the Player loses except when the Player has a 3-card hand with the value of 25 and then they will "PUSH".
6. The Player/Dealer wins all ties or pushes over a "natural ."
7. If a player has more than a "natural " and the Player/Dealer has less than a "natural ," the Player/Dealer wins. The player would win if they had less than a "natural " and the Player/Dealer had more than a "natural ."
8. Two cards 21and half beat all other hands. The game is played on an industry standard Blackjack table where up to eight primary players can be seated.
9. All collection fees are collected by the casino Dealer prior to the start of play. Collection fees are pre-determined by the casino and can be up to three separate rates per game. All collection rates and wagering limits for the game will be posted at each gaming table and will not be based on a percentage or other factors.
10. Backline betting is allowed; subject to local Ordinance or Code.
11. Third Party Providers of Proposition Player Services, as defined in Section 19984 of the California Business and Professions Code (the Gambling Control Act), are permitted to play.

Bonus Ace'





Three Card Poker

Three Card Poker

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Any use of the game, rules, and/or trademarks without written authorization from Shufflemaster Inc., is prohibited by law.

Existing Issued Patents

5,685,774	November 1, 1997	Method of Playing Card Games
6,237,916	May 29, 2001	Method and Apparatus for Playing Card Games
6,345,823	February 12, 2003	Method and Apparatus for Playing Card Games
6,698,759	March 2, 2004	Player Banked Three Card Poker and Associated Games

Additional Pending Patent Applications

Pending application serial no. 10/152,325 filed May 20, 2002, Four Card Poker and Associated Games

Three Card Poker For Club One Casino

Object of the Game

The object of Three Card Poker is to beat the player/dealer in a three-card poker game.

Ranking of hands:

- Straight flush
- Three of a kind
- Straight
- Flush
- Pair
- High card

Round of Play

1. Three Card Poker is played on either a standard sized blackjack style or poker style table.
2. The game utilizes a standard 52 card deck.
3. All tables will have some type of signage where the name of the game is displayed, along with the minimum and maximum wager allowed, and collection fee for the Player/Dealer. A maximum of three collection rates are allowed in compliance with the California Penal Code.
4. The game is played with up to six players, plus a player/dealer. The house dealer deals the game.
5. Players must make an Ante wager. The total of all players Ante wagers will determine what collection tier is used and is paid by the player/dealer. Each player receives three cards face down. The player/dealer receives three cards – two face down and one face up.
6. Once players inspect their hand, they have two options:
 - a. Fold the hand and forfeit the Ante; or
 - b. Stay in the game by making a Play bet; this bet must equal the Ante.
7. The player/dealer must qualify to play with a minimum Queen-high.
 - a. If the player/dealer does not qualify, the Play bet receives no action. The dealer shall immediately refund this bet to players.
 - b. The ante will receive action. If the player's hand beats the player/dealer's hand, the dealer will then pay each Ante – the Ante's not surrendered by folding, i.e. even money.

Three Card Poker For Club One Casino

- c. If the player/dealer's hand qualifies, the dealer shall immediately stack each player's Play bet atop the Ante.
 - I. If the player's hand beats the player/dealer's, the player wins even money.
 - II. If the player/dealer's hand beats the player's, the player loses.
- 8. All bets receive action to the extent that the player/dealer wager covers.
- 9. The round of play ends when the player/dealer exhausts his bankroll, or when all player wagers receive full action.

Bonus Bet

- 1. Bonus Bet must be placed prior to the initial deal.
- 2. Bonus Bet must equal the Ante to qualify for a Bonus Bet payoff.
- 3. Bonus Bets pay as follows:
 - A pair: pays 1 to 1
 - A flush: pays 4 to 1
 - A straight: pays 6 to 1
 - Three of a kind: pays 30 to 1
 - Straight flush: pays 40 to 1
 - Royal Flush: pays 200 to 1

Glossary

Ante: The mandatory wager players make before seeing their hand.

Bonus Bet: An optional jackpot bet for players who placed an ante bet.

Fold: The player option to surrender his/her Ante, rather than continue in the game.

Play: An optional bet that players make after seeing their three-card hand. The Play bet must equal the Ante bet.

Play wager: If players make the Play bet, it means they wish to enter the showdown against the player/dealer. If players decide not to make the Play bet, they forfeit their Ante wager, and are no longer in the game.